TO TEK Editions

JO PAC

SYRACUSE

VXT A07

COMPATIBLE VIDEOPAC

— The Historic Event

In the year 213 B.C. the town of Syracuse in southern Sicily, was besieged by the troops of the Roman consul Marcellus. The battle lasted three years, giving Archimedes time to perfect his ingenious system for defending Syracuse.
Archimedes' idea was to reflect the sun off a mirror onto the enemy ships. The sunlight reflected in this way would be concentrated enough to set fire to the Roman warships.
Despite an heroic defence, the Romans won. As for Archimedes, he was so absorbed in a geometry problem when the Romans landed, that he was killed by a Roman soldier because he refused to answer his questions.
With the Syracuse game you will be able to be part of this historic event as often as you like.
So, to your joy-sticks ! And do not forget that the battle must start at sunrise and finish at sunset.

« Syracuse » (for 2 players)

— Start-up

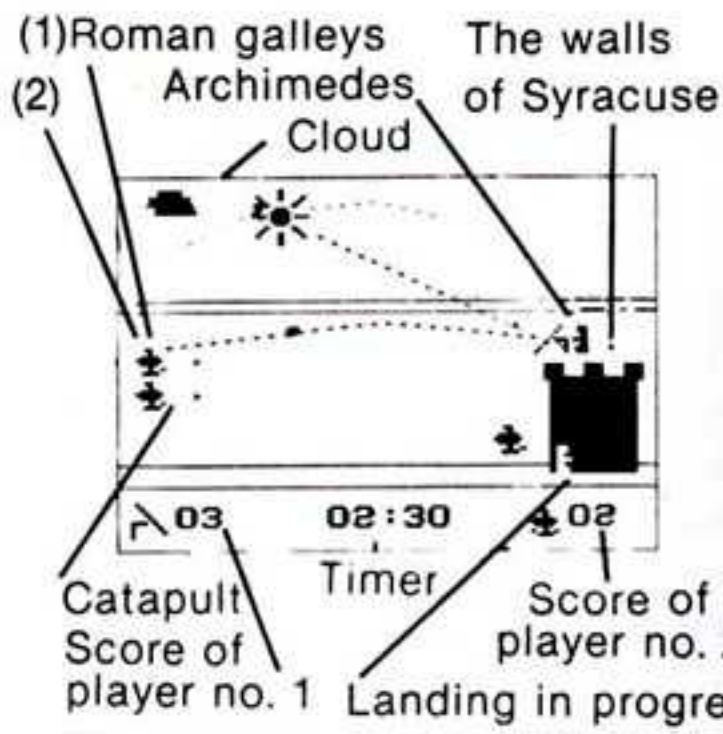
Press the « Reset » key, then keys « 1 », « 2 », « 3 », or « 4 » (game variations). If you press key « 0 », you will be in demonstration mode.

— Screen description

A tower appears on the right of the screen. Archimedes is on top of it with a mirror.
On the left of the screen three Roman galleys appear in attack formation.
On the lower left and lower right of the screen the players' scores are displayed. These correspond respectively to the number of mirrors broken and to the number of galleys sunk.
Each game lasts one day, from sunrise to sunset (8 minutes in real time). The timer gives the time elapsed in minutes and seconds since the game started.

— The Aim of the Game

The three Roman galleys must reach the base of the tower to land the troops at Syracuse.
Archimedes can stop them by using a moveable mirror that allows him to reflect the sunlight at the Roman galleys and set them on fire (the galleys are made of wood). A cloud crosses the screen from left to right and can temporarily block the sunlight.



The galleys must therefore try to destroy Archimedes' mirror by catapulting rocks in order to approach the tower without risk.
A galley catches fire and sinks when hit for the second time by sunlight reflected off the mirror.
On the left of the screen a new galley then appears and enters the game.
When a galley reaches the base of the tower the troops it carries disembark and the galley itself disappears from the screen.
Archimedes' mirror breaks if it is hit by a rock ; but he can get a new one by leaving off the right-hand of the screen.
The battle is over when the sun sets.

When a game is over, press RESET.
« SELECT GAME » appears on the screen.
It is then possible to:
a) Choose another game in the cartridge,
b) Change the cartridge.
To remove a cartridge, place one hand on the console alongside the cartridge and pull the cartridge out.
Press a new cartridge into the console and follow its instructions.
c) Connect the outside antenna input on the TV and disconnect the games console from the mains to use the TV normally.

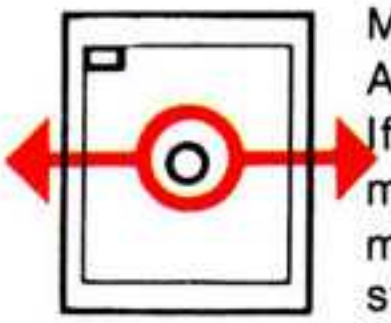
Test Procedure

If the equipment does not appear to be working normally, proceed as follows :
Press RESET. The TV should make a sound and « SELECT GAME » should appear on the screen. If not, check that the console is installed according to the instructions for use. If the problem remains, return the console and the cartridge to your dealer.

Note : If one of the two players reaches a score of 99 points in less than 8 minutes, he wins the game.

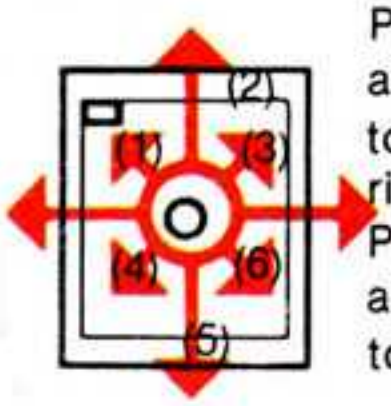
— OPERATING THE CONTROLS

Archimedes



Moving Archimedes. If Archimedes' mirror breaks, move the joy-stick to the right until Archimedes disappears from the screen, then move it back to the left. Archimedes will then reappear with a new mirror.

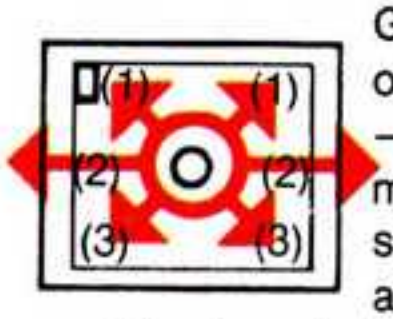
Aiming the Mirror



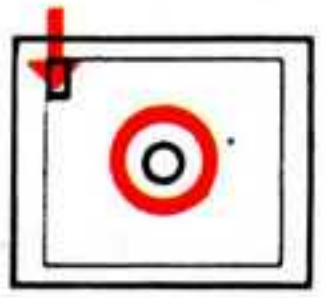
Positions (2) aim the mirror towards the right.
Positions (5) aim the mirror towards the left.

Roman Galleys

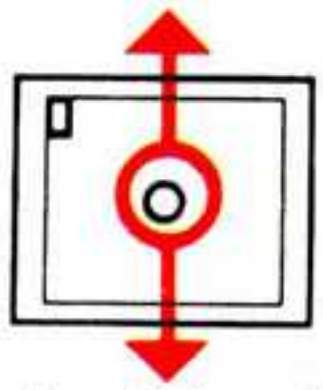
Two galleys cannot use their catapults at the same time. To choose the one that will make the shot, lightly push the joy-stick up or down. If galley no. 2 is ready to fire. for example, (the catapult on the bow of the ship flashes), quickly push the joy-stick up so that galley no. 1 be brought into firing position, or down so that galley no. 3 comes into position.



Galley advance or retreat (1, 2, 3)
— Each galley moves in the same direction as the joy-stick.
— The joy-stick position numbers correspond to the galley numbers.



The length of time the action button is pressed determines the distance the rocks will travel. The longer the button is pressed the longer the trajectory will be. The shorter the time, the shorter the trajectory.
Variables (1) and (2).



Immediately after the shot, it is possible to change the trajectory of the catapulted rock. By moving the joy-stick up, the rock will gain altitude; by moving it down, the rock will fall faster.

Game variables

Key	Sunbeam speed	Mirror positions number	Rock speed	Trajectory Modification ?
«1»	slow	15	slow	yes
«2»	fast	15	fast	yes
«3»	slow	5	slow	no
«4»	fast	5	fast	no